

TWO HOT NEW SERIES START THIS ISSUE!

Sonic

the comic

No. 25 May 13th 1994
Britain's
OFFICIAL
SEGA
COMIC
£1.10 Every Fortnight

starring
SONIC
THE HEDGEHOG



BLADE RUNNER!

NEW
SERIES

SKATES HITS
THE
STREETS
OF RAGE!



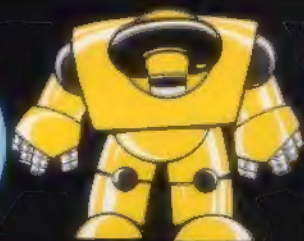
MEGA
NEW
SERIES

THE SECRETS OF
SONIC'S WORLD!



CONTROL

Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!
I'll keep the chat to a minimum this time (all right, who cheered?) because there's way too much for you to enjoy in this issue.

The **Streets of Rage** gang make a welcome return and you get to meet Skates, the hottest thing on rollerblades! A brand new series featuring everyone's favourite blue hedgehog starts today - **Sonic's World**. Learn for the first time the secrets of the planet Mobius and its inhabitants. Finally, in answer to literally oodles of requests, demands (and threats) from you - the **Graphic Zone** is back! No, don't thank me - just write and tell the humes-who-think-they're-in-charge how wonderful I am!

Next time get ready for some serious chat on even more exciting new series to come from STC (how do we do it?)

Megadroid

STC's GOOD READING GUIDE

SONIC THE POSTER MAG No.4: Giant **Shinobi** action poster plus all-new, full-length **Shinobi** story. On sale now. £1.35.

ETERNAL CHAMPIONS

SPECIAL: 48 pages of kickin' action with the Champs! Three all-new comic strips - including the feature-length origin story. Stats and game moves for every Champ - and more. Still on sale. £1.75.

Surf Sega!

Sailing under the Sega banner this summer is Nik Baker, the UK's number one windsurfer.

Nik, 23, competes all over the world on the professional windsurfer competition circuit. Some of the events take place indoors around special pools lined by up to 32 massive fans which can whip up wind speeds of around 28 knots. Nik and his fellow competitors perform death defying loops and spectacular somersaults on their boards in pursuit of championship honours.



Nik Baker.



Keep an eye open for Nik Baker's name in the coming weeks as he prepares to blast all challengers out of the water, helped, of course by Sonic on his board's sail!

Nik in action, with fan-assistance!



Published every other Sunday by Fantasy Editions Ltd, Empire House, 25/26 Tavistock Place, London WC1H 9SE. Tel: 011-344 6400. Sonic The Comic must not be sold for more than the selling price shown on the cover. Printed in Great Britain by William Dawson & Sons Ltd, Weymouth, Dorset. Comics printed by Grafton-Down, Grafton-Down Press Ltd, Grafton-Down. Distributed by David Bruce Books Ltd, London. Copyright © Fantasy Editions Ltd, 1994. Copyright © Sega Enterprises Limited. Licensed by Copyright Promotions Limited. Reproduction without permission strictly prohibited. Credit/Debit/Trade enquiries: Fantasy Editions Marketing, Tavistock Road, West Wycombe, Bucks, HP10 9SE. Tel: 0175 443553. Advertising enquiries: Ian Gledhill, Tel: 011-344 6410. ISSN 0958 3611.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.



MEGA DRIVE

- 1 — SONIC THE HEDGEHOG 3
- 2 — NBA JAM
- 3 — FIFA INTERNATIONAL SOCCER
- 4 — ALADDIN
- 5 — WINTER OLYMPICS
- 6 — SENSIBLE SOCCER
- 7 — STREET FIGHTER 2 CHAMP ED.
- 8 — ETERNAL CHAMPIONS
- 9 — SONIC THE HEDGEHOG
- 10 — MICRO MACHINES

MEGA-CD

- 1 — GROUND ZERO TEXAS
- 2 — NHLPA HOCKEY 1994
- 3 — WWF RAGE IN THE CAGE
- 4 — THUNDERHAWK
- 5 — LETHAL ENFORCERS
- 6 — ROBO ALESTE
- 7 — SEWER SHARK
- 8 — NIGHT TRAP
- 9 — SONIC CD
- 10 — TIME GAL

MASTER SYSTEM

- 1 — SONIC CHAOS
- 2 — WINTER OLYMPICS
- 3 — JUNGLE BOOK
- 4 — FANTASTIC ADVENTURES OF BIZZY
- 5 — SONIC THE HEDGEHOG 2
- 6 — SENSIBLE SOCCER
- 7 — TECHMO WORLD CUP
- 8 — DESERT STRIKE
- 9 — GAUNTLET
- 10 — MORTAL KOMBAT

GAME GEAR

- 1 — NBA JAM
- 2 — MICRO MACHINES
- 3 — WINTER OLYMPICS
- 4 — SONIC CHAOS
- 5 — JUNGLE BOOK
- 6 — DESERT STRIKE
- 7 — SONIC THE HEDGEHOG 2
- 8 — ECCO THE DOLPHIN
- 9 — SPIDER MAN
- 10 — OLYMPIC GOLD

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● **Managing Editor:** Steve Matthews
● **Publisher:** Chris Rowe

SONIC

THE HEDGEHOG

The Sonic Terminator Part 2

Script:
Nigel Kitching
Art:
Richard Elson
Lettering:
Steve Poller

SOUTH ISLAND
ON PLANET
MOBIUS.

LOCATION OF THE MANY
HILL ZONES... GREEN,
EMERALD AND OTHERS.

AT THE NORTHERN PART OF THE
ISLAND IS THE FROZEN ZONE, A
ZONE OF PERPETUAL WINTER.

IT IS ALSO THE LOCATION
OF THE NORTH CAVE, THE
SECRET PLACE WHERE
SONIC HAS HIDDEN THE
SIX CHAOS EMERALDS.

THAT IS,
IT WAS A
SECRET...
UNTIL
TODAY!

HAH! SONIC
WILL MAKE PORK
CHOPS OUT OF LEWIS WHEN
HE FINDS OUT WHAT
HE TOLD US!*

YUP, THAT
PIG'S SURE GOT A
BIG MOUTH, CAP'N
PLUNDER!

* SEE LAST ISSUE —
MEGADROID.



ALL RIGHT
YOU POLTROONS,
SPREAD OUT! A FLAGON OF
RUM TO THE KNAVE WHO
FINDS THOSE CHAOS
EMERALDS!



MAKE THAT
AN EXTRA LARGE
COLA AND YOU'VE
GOT A DEAL!

SONIC!

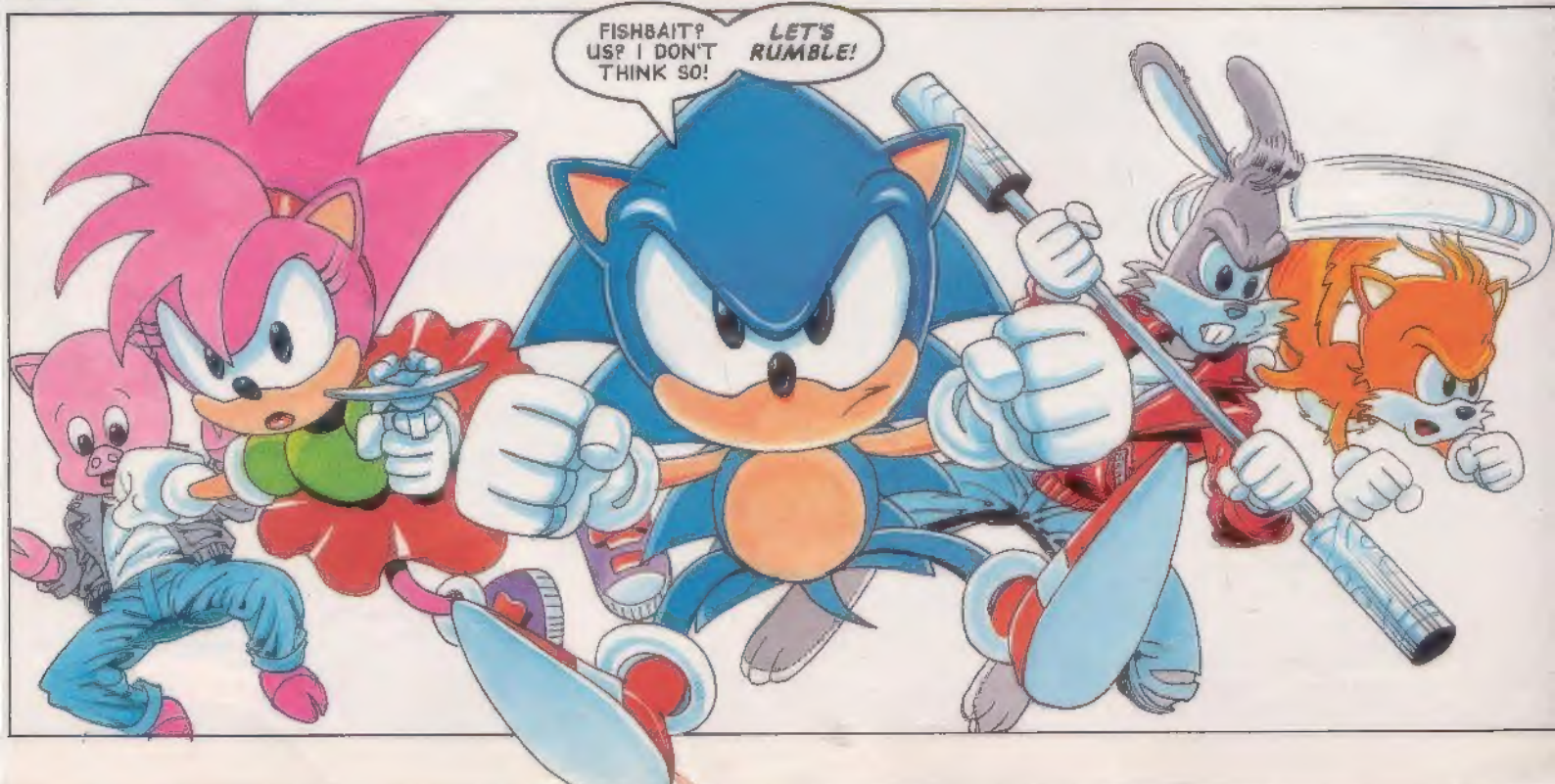


YOU DIDN'T
REALLY THINK WE'D LET
YOU WALK OUT OF HERE WITH
THE CHAOS EMERALDS,
DID YOU?



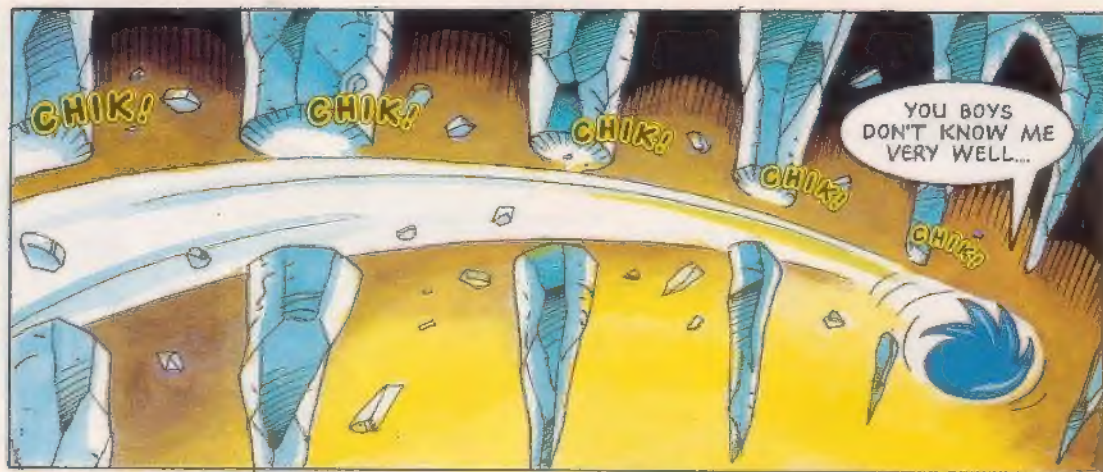
YOU CAN'T
STOP ME NOW,
SPIKEBALL! FIVE OF YOU
AGAINST ALL OF US? WE'LL
TURN YOU INTO
FISHBAIT!

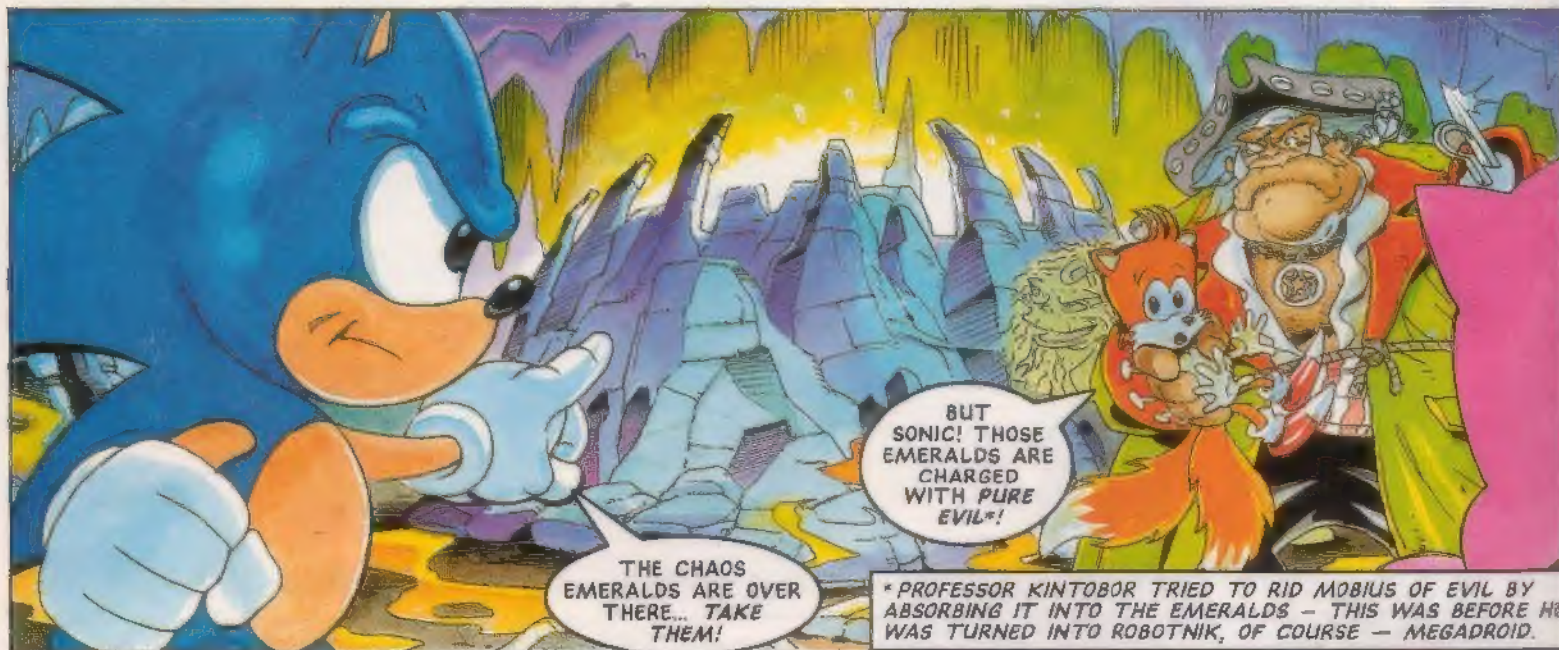
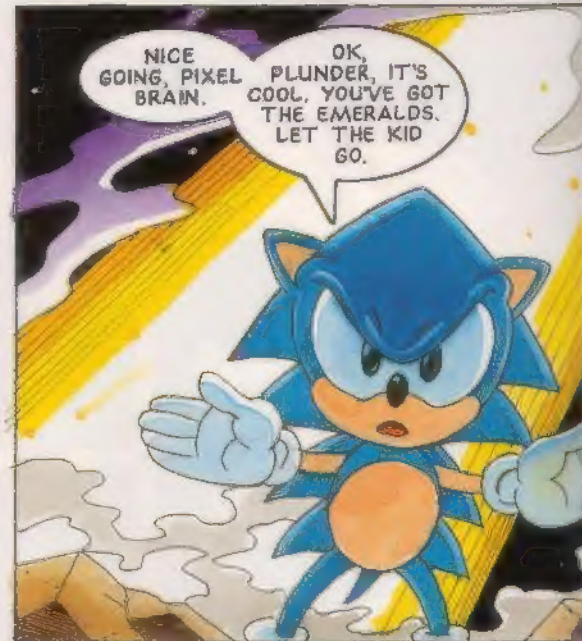
SCRAG 'EM!



FISHBAIT?
US? I DON'T
THINK SO!

LET'S
RUMBLE!





SOME TIME LATER...



BRING US IN LOW TAILS. WE DON'T WANT TO GET SPOTTED.



BE CAREFUL SONIC, GOODNESS ONLY KNOWS WHAT THE EVIL IN THE EMERALDS HAS DONE TO THEM!

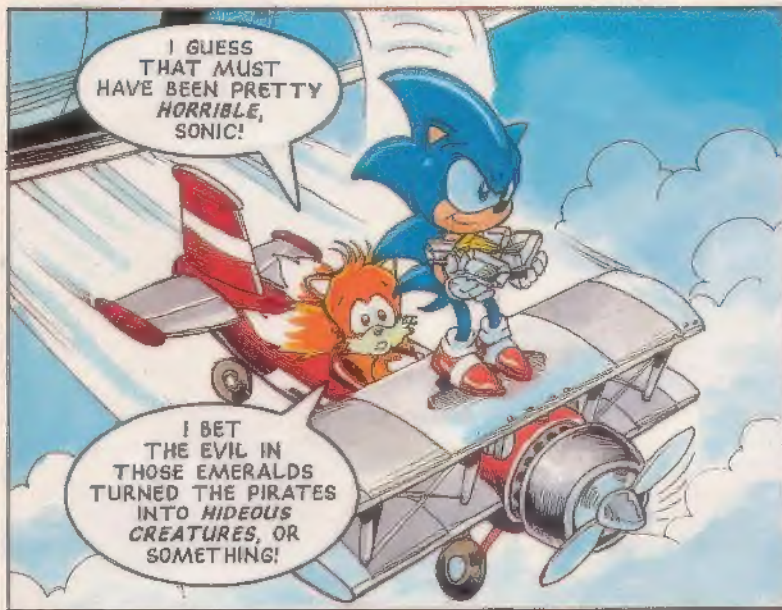



I DON'T BELIEVE...



HEY SONIC BABY! COME AND JOIN THE PARTY— WE'RE JUST CHILLIN' OUT, EXPANDING OUR KARMA'S, FEEDING OUR MINDS AND ALL THAT CRAAAZY STUFF.

RIGHT... SURE!





BRING ME
SONIC THE
HEDGEHOG.

IT IS TIME FOR HIS
EXTERMINATION!

NEXT ISSUE : **SONIC TERMINATED?**

REVIEW

Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.
STC Reviewers this issue:
David Gibbon & Steve May.

PRINCE OF PERSIA

game type: PLATFORM
1 PLAYER



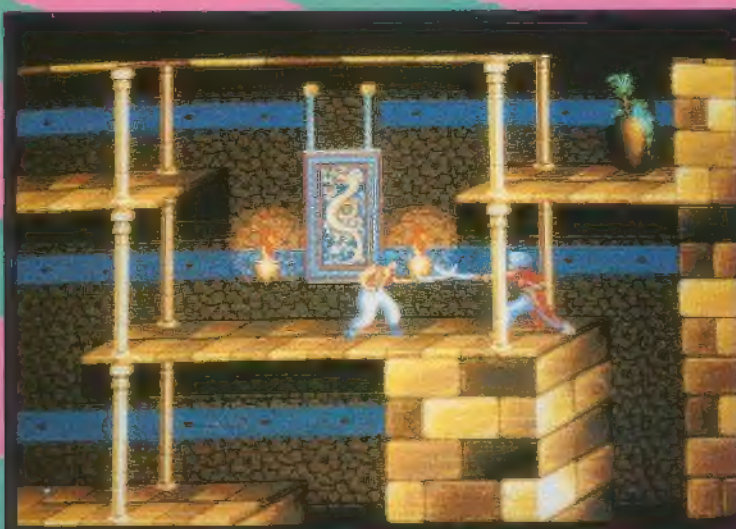
Superbly realistic animation made *Prince of Persia* one of the most acclaimed products Domark have ever released and at last it has finally been converted to the Mega Drive. It first saw the light of day several years ago on the Amiga computer, the incredible life-like movements of the prince never seen before in a video game. 1989 saw the conversion onto the Master System and Game Gear and became a big hit on both 8-bit systems. Mega Drive owners who have already seen very realistic animation with *Flashback* and *Another World* won't be as impressed by its graphics as others have been.

The evil Grand Vizier has captured the beautiful princess and, in the role of the brave and fearless prince - original story line - you must move fast to escape your cell, avoiding traps, palace guards and figuring out brain teasing puzzles along the way. To save the light of your life you must complete the entire game within 60 minutes or else she's doomed. Incidentally,

achieving this within an hour is no easy task! *Prince of Persia* is split into 12 levels, each divided into the three main sections of the game: dungeons, the palace and the

top of the tower where the princess awaits. The game takes in the odd sword fight with a guard, and you get hundreds of rooms in each level, but the problem is they all look near identical to each other. Playing this game is a little like walking around a maze, constantly trying to get that bit further.

The game does make full use of the Mega Drive's capabilities, and no one can deny that the animation is spectacular, but basically *Prince of Persia* is an outdated platform game, all be it glossed over with some excellent animation. - DG.



Mega Drive



Mega CD



Master System



Game Gear

STC Rating System

under 40% - Yawnsville
40 - 70% - Normalsville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

FAST FAX

PUBLISHER PRICE
DOMARK £39.99

GRAPHICS

..... 90

SOUND

..... 78

PLAYABILITY

..... 74

RAVES

Superb human-like animation.



GRAVES

Not much fun to be had.



OVERALL

79%

JAMES POND 3

game type:
ARCADE
1 PLAYER

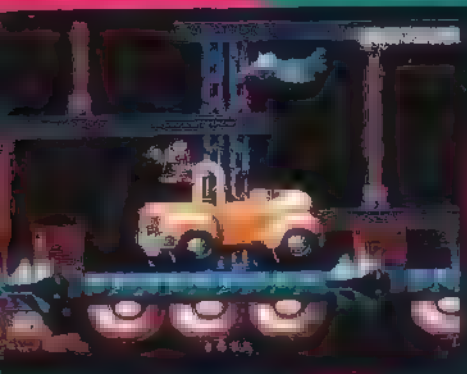
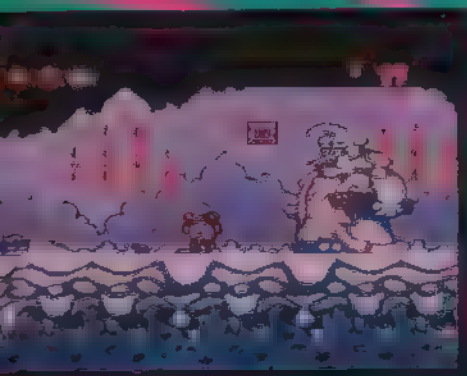


'Electronic Arts' most unlikely hero, aquatic secret agent James Pond is back on the trail of arch villain Dr Maybo (first seen and defeated in the original Pond cart *RoboCop*).

This time, however, the gill-man from F.I.S.H. must pursue the mad Doctor into outer space. The arch villain from J.A.W.S. has discovered that the moon is not only made up of cheese, but a whole variety of dairy products, and has hijacked a space probe to execute his most cunning plan yet. By mining high quality Moon cheese he will monopolise the world's cheese market! The consequences will be terrible. The dairy industry we know and love will turn sour overnight! Hundreds of cows will be made redundant! You get the dreadful picture...

Helping out on Operation Starfish (star-fish gaddit?) is agent-in-training Finnus Frog. Although slow (and somewhat green) compared to Pond, the little Frog holds the key to the completion of the game. (Tip: his powerful back legs help him jump higher than his companion, and he's able to squeeze through very small holes).

Can James Pond bring Dr Maybo back down to earth or will he end up as fish fingers? Only this 16Meg cart holds the key. If you feel that the first two adventures pretty much exhausted the potential of Pond, *James Pond 3* will come as a pleasant surprise. It's an above-average platformer, with some quite difficult stages full



CASTLEVANIA

THE NEW GENERATION

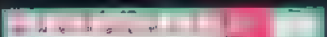
game type: PLATFORM
1 PLAYER



FAST FAX

PUBLISHER PRICE
ELECTRONIC ARTS £44.99

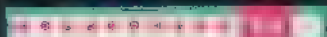
GRAPHICS



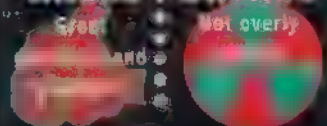
SOUND



PLAYABILITY

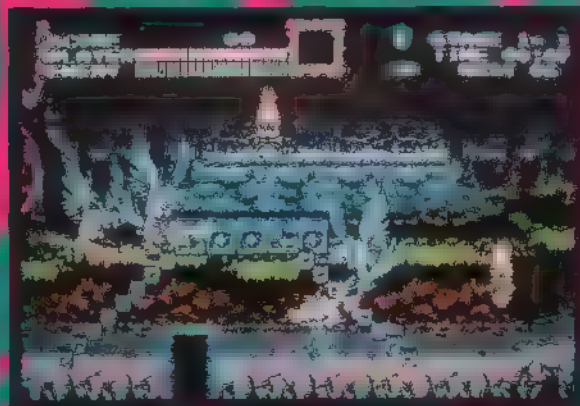


RAVES : GRAVES



OVERALL

87%



FAST FAX

PUBLISHER PRICE
KONAMI £44.95

GRAPHICS



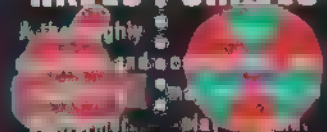
SOUND



PLAYABILITY



RAVES : GRAVES



OVERALL

87%





STREETS OF RAGE

SKATES' STORY PART 1

NEW
SERIES

THE CITY IS DYING
CRIME IS THE DISEASE

BUT BEING A COP IS
NOT ENOUGH—

RAM HIM!

I SHOULD KNOW—I QUIT THE
FORCE SIX MONTHS AGO *

I DON'T LIKE BAD COPS!

BLAM!

YOU'RE
THROUGH IN
THIS TOWN,
SCUMBAGS!

PTANGG!

* 56-BTC 7-2-V0

I REALLY HATE
DRUG DEALERS!

BARROOM!

I'M ALMOST AN HOUR LATE FOR AN OLD FRIEND — ONE OF THE LAST GOOD COPS IN THE ENTIRE DEPARTMENT

HE'S GOT A COMPUTER DISK WITH SOME RED-HOT INFORMATION ON CORRUPT HIGH-RANKING POLICE OFFICERS

SOUNDS TO ME LIKE HE'S GOT ENOUGH DIRT TO BRING DOWN THE ENTIRE DEPARTMENT

SEEN MURPHY AROUND?

GONE TWENTY MINUTES AGO

DAMN

YOU CAN TELL MURPHY'S AS CLEAN AS A WHISTLE —

HONEST COPS ARE ALWAYS POOR

SKATES?

IS THAT YOU, HONEY?

NO T'S ME AXEL DON'T SHOW

FORGET AXEL! FORGET THIS GOOD COP' GARBAGE! YOUR STEPSON IS GETTING OUT OF PRISON TODAY!

I DON'T HAVE A STEPSON, MARIA — I HAVE A DISGRACE!



COME ON
YOU STUPID
PIECE OF
JUNK

HA! YOU
LOSE AGAIN,
ROACH?

HEY C MON, GUYS
GO EASY ON THE
PINBALL TABLE HUH?

YOU GIVIN US A
HARD TIME, OLD MAN?
YOU LOOKING
FOR TROUBLE

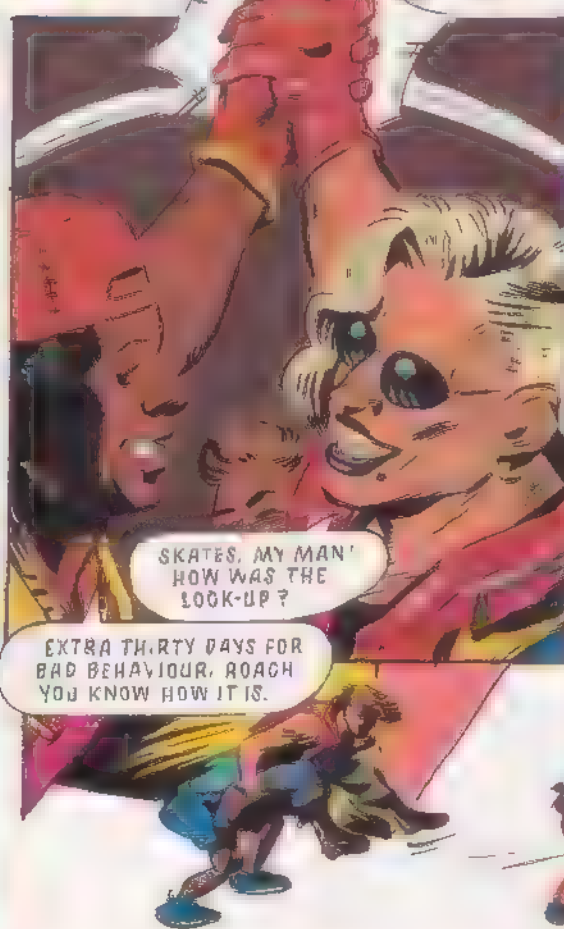
I'M SORRY, ROACH! I DIDN'T
MEAN TO UPSET YOU!

CAREFUL ROACH MAKIN' THREATS
CAN LAND YOU IN JAIL...



I SHOULD
KNOW!

SKATES!



SKATES, MY MAN!
HOW WAS THE
LOCK-UP?

EXTRA THIRTY DAYS FOR
BAD BEHAVIOUR, ROACH
YOU KNOW HOW IT IS.



LET'S CELEBRATE,
SKATES, LET'S GO
GRAB SOME BEERS.

YEAH! LET'S
BLOW THIS
JOINT

HEY, I'VE
BEEN ACHING
TO GET BACK
ON MY
WHEELS!



THANK
GOODNESS
THOSE BJMS
HAVE GONE!

PUNKS!

IN AN ANONYMOUS OFFICE BLOCK
HIGH ABOVE THE CITY

MOST OF THE ELECTED
OFFICIALS ARE ALREADY IN
OUR POCKET BUT ONE OR TWO
STILL REMAIN A PROBLEM

MR X HAS ASKED ME
TO DEVISE A SCHEME
TO REMOVE THESE
TROUBLESOME
ELEMENTS
PERMANENTLY.



IMAGINE A CHARITY BALL!
ALL THESE DO-GOODERS ON
ONE BOAT!

IT COULD BE AN
ENGINE MALFUNCTION
TERRORISTS... WHATEVER

WE REPLACE
THEM ALL NEXT
DAY WITH OUR
OWN MEN



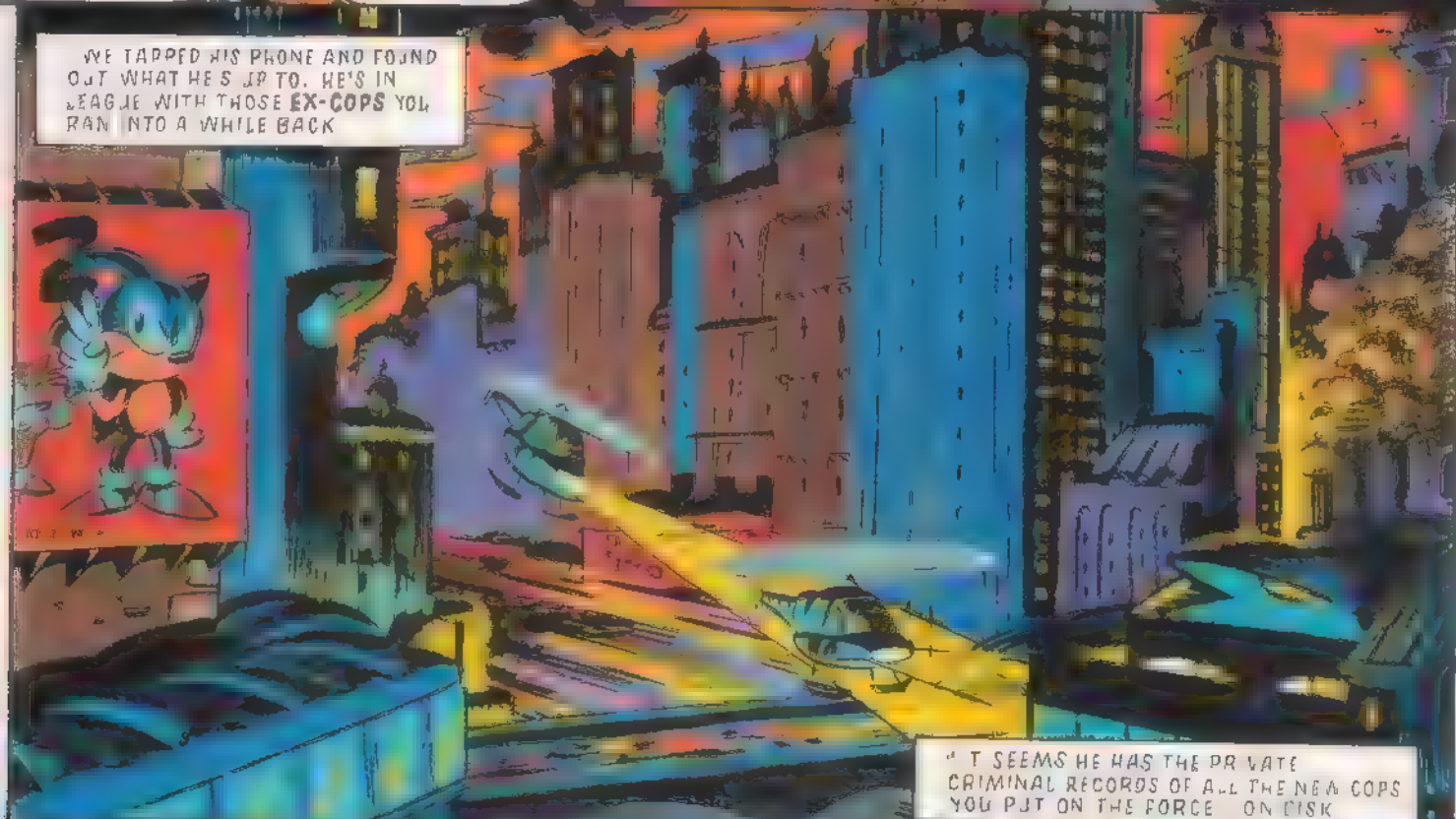
UM
THAT'S MR.

I'M TAKING CARE OF
OFFICER MURPHY

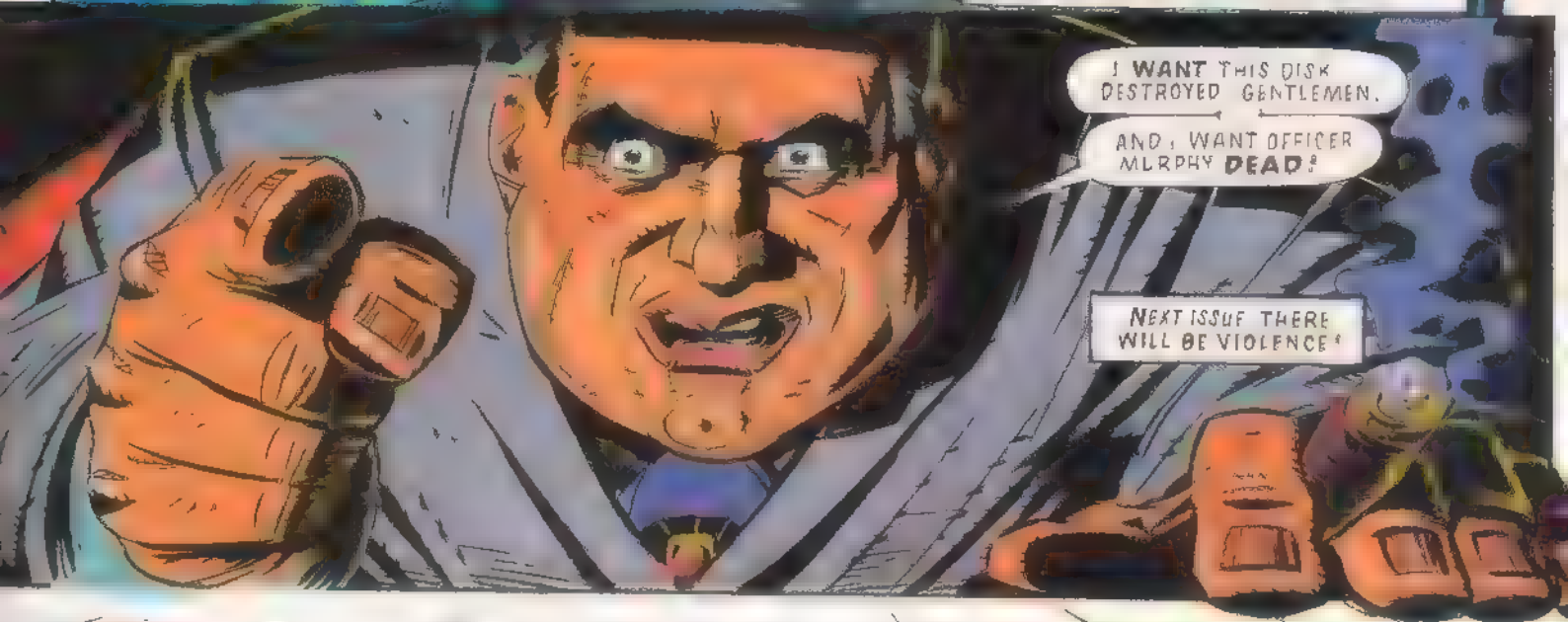
UNDERSTAND WE HAVE A WOLF
IN OUR FOLD - A POLICE OFFICER
WHO PLANS TO EXPOSE OUR
OPERATIONS

WHICH ONE OF
YOU IS GOING
TO DEAL WITH
THIS MATTER?

WE TAPPED HIS PHONE AND FOUND
OUT WHAT HE'S UP TO. HE'S IN
CONTACT WITH THOSE EX-COPS YOU
RAN INTO A WHILE BACK



IT SEEMS HE HAS THE PRIVATE
CRIMINAL RECORDS OF ALL THE NEW COPS
YOU PUT ON THE FORCE - ON DISK



I WANT THIS DISK
DESTROYED GENTLEMEN.

AND I WANT OFFICER
MURPHY DEAD!

NEXT ISSUE THERE
WILL BE VIOLENCE!

NEWS Zone

MEGA DRIVE 32: THE NEXT GENERATION!

New hardware to boost Mega Drive performance

As we speculated last issue (Short Bursts, STC 24), Sega have plans to boost the performance of the Mega Drive, leaping it into the next generation of 32-bit games. Towards the end of the year Sega will release an add-on, known as the **Mega Drive 32**, which will plug into the game slot of all existing Mega Drives giving '2x32 bits' of processing power. This means faster processing speed, over 256 colours available, polygon technology graphics, CD quality sound and more.

The **Mega Drive 32** will play both current Mega-CD discs and Mega Drive carts as well as a new generation of games being specially written for it. These will undoubtedly follow along the lines of the ground-breaking 'Virtua' titles like **Virtua Racing** and **Virtua Fighter**.

Initially available only as an add-on for existing MD owners and selling for £140, the **Mega Drive 32** will later become an integral part of a new Mega Drive console (Mega Drive 3?) which is planned for early next year.

The **Mega Drive 32** puts the Mega Drive right up there with the new wave of 32-bit consoles currently appearing in the shops and paves the way for the coming of Saturn, Sega's mega-mega new console!



Below
Story of Thor
adventure in a
new world



SEGA'S SUMMER OFFENSIVE

Hot new games lined up to make summer sizzle!

An arcade offering for the Menacer Light Gun and three mould-breaking adventure games for the Mega Drive are just some of the new games on the way from Sega.

Bodycount

This latest addition to the range of games designed for the Menacer Light Gun features a very simple plot. Aliens have taken over Earth and you are Jon Stedman, the resistance movement leader. You have to obliterate them before they get you.

Bodycount boasts five explosive levels, 1-2 player option and comes on an 8 megabit cart. On sale now accidentally, for those who don't have the Menacer gun it can be also be played with the Sega Mouse.

Relayer

The latest offering from the Treasure team. To date Treasure has produced **Gunstar Heroes** and **McDonalds** (due to be released in May) for the Mega Drive, both superbly presented titles. **Relayer** is no exception. You control Wayden in his quest to retrieve the four power crystals and save the world (kinda familiar huh).

The game features a 3D viewpoint and it has incredible playability as well as a great mix of puzzles and arcade quality graphics.

It is a 16-megabit game with battery backup, 15 enormous levels with some awesome bosses plenty of

strategy but with very easy to access menus and spells.

Expect to see it on sale around June or July.

Ragnacenty (working title)

To date the 'Zelda-type' of adventure game has been sorely missing from the Sega catalogue. **Ragnacenty** makes up for this in spades.

Featuring a top-down viewpoint it offers a slow but still basically arcade style of play. You are Hero, an ordinary boy who has the ability to talk to animals. You can get animals you meet to go along with you and use them defensively or to attack. The scenes are varied with many dragons and monsters.

Ragnacenty is an 8-megabit game with incredible graphics, gameplay depth and a hidden

If you like *Zelda* you'll love this

Story of Thor

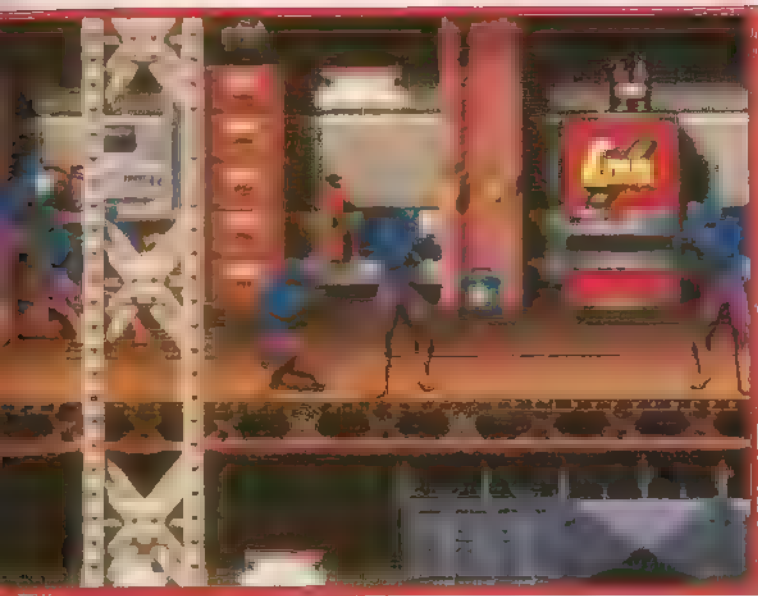
An absolutely humongous 24 megabit game.

Story of Thor is sort of a cross between **Relayer** and **Ragnacenty**, the viewpoint is between top-down and isometric. The graphics are beautifully animated with amazing sound samples, like water splashing and people groaning.

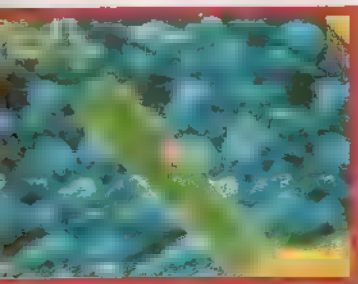
You'll encounter fire-breathing dragons that fill half the screen, goblins that are fiendishly clever and many puzzles and other characters. You have masses to do and the top-down menus are incredibly simple to use.

The storyline has you hunting for a golden bracelet which leads you onto other mysterious items and people.





On the way to the...



Regularity, almost...



SONIC 3 GETS MAPPED

NEWS

For all the answers, get the book

because help is on the way.

next month. Featuring over 4,000 colour screenshots (including composite screen-shot maps of every level) the book cracks the game wide open with hints, tips, special solutions and details of how to beat all the end-of-level bosses.

Published by Titan Books, The Official Sonic 3 Play Guide.

with Sega, costs £7.99 and should be available from all good bookshops from 19th June.



"IF YOU TRAVEL 117,63222 LIGHT YEARS FROM THE EARTH YOU WILL DISCOVER A SMALL GALAXY

"WELL, ACTUALLY YOU WON'T BECAUSE IT EXISTS IN A PARALLEL DIMENSION, IN A DIFFERENT TIME ZONE AND THE WHOLE REGION IS MADE UP OF DARK MATTER

NEW
SERIES

SONIC'S WORLD

prologue:
**Once Upon
a Planet...**

Script: Nigel Kitching

Art: Mike Nadley/

John M. Burns

Lettering: Ellie de'Ville

"BUT IF YOU WERE ABLE TO GET THERE, THIS IS WHAT YOU WOULD SEE..."

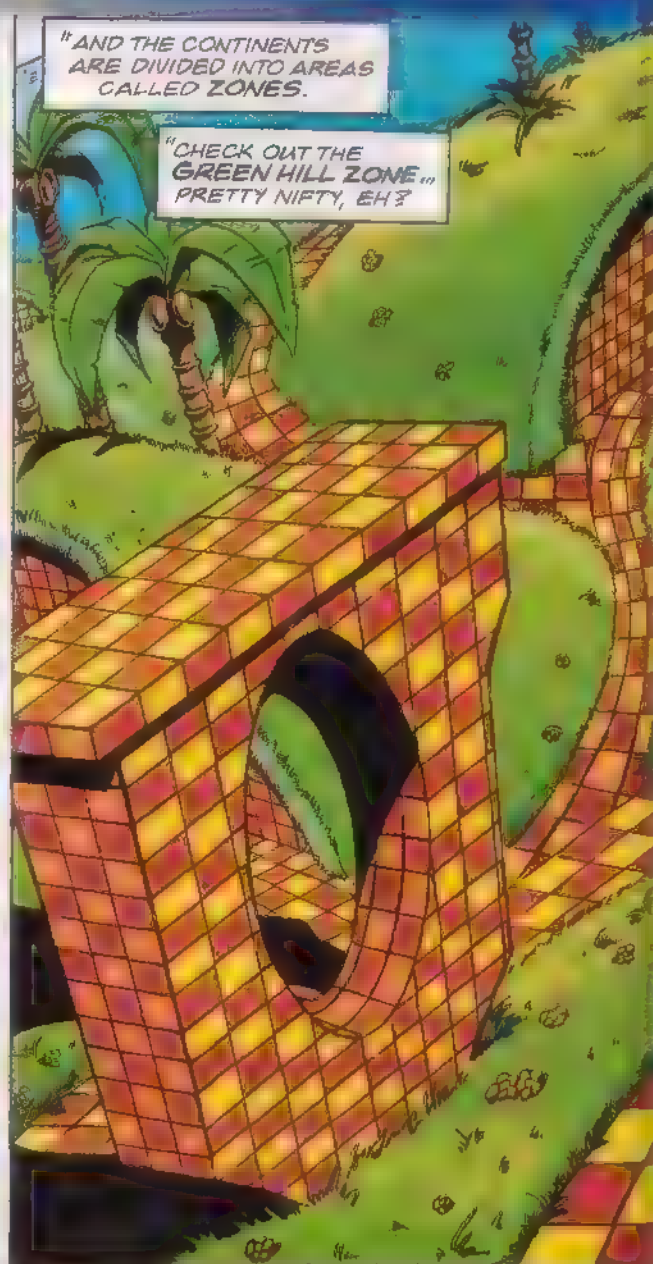
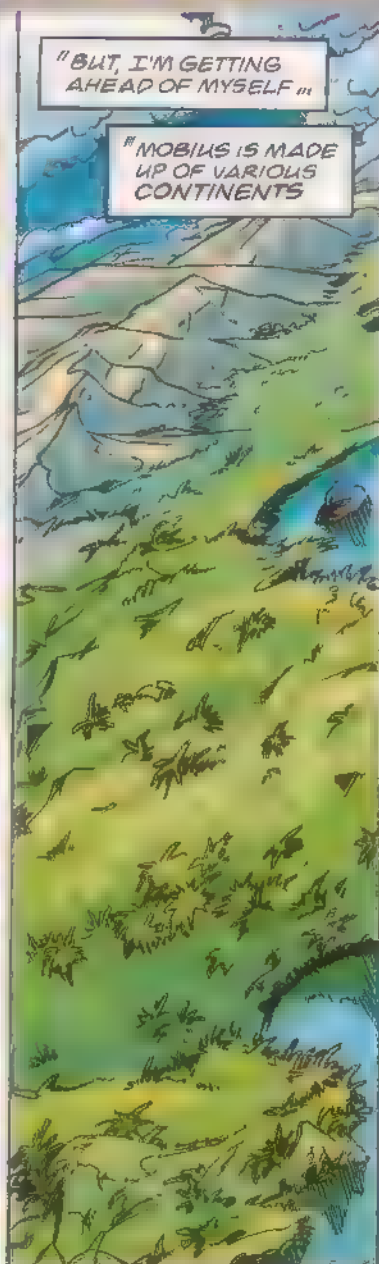
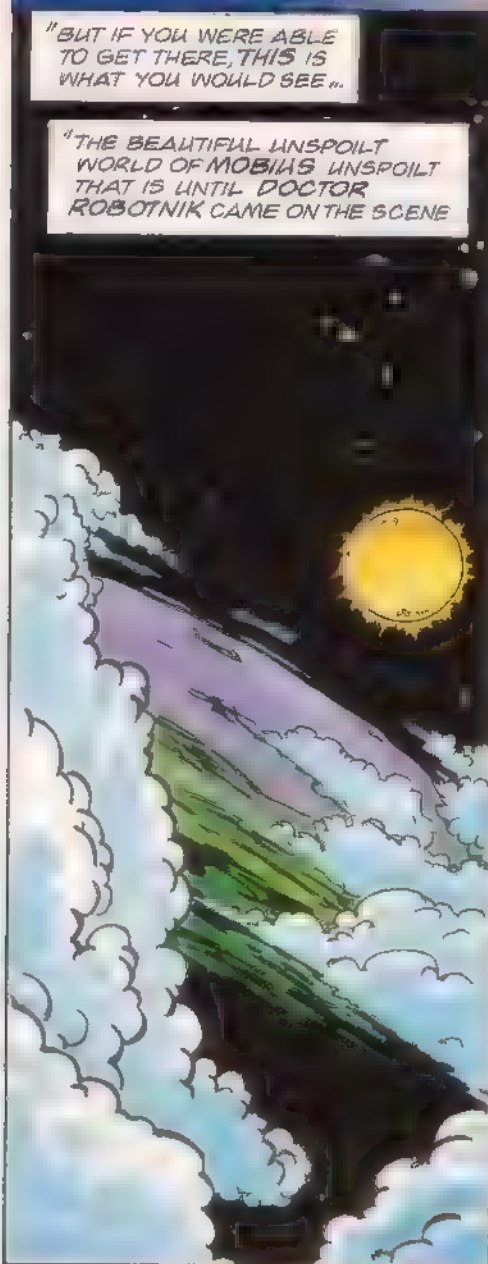
"THE BEAUTIFUL UNSPOILT WORLD OF MOBIUS UNSPOILT THAT IS UNTIL DOCTOR ROBOTNIK CAME ON THE SCENE

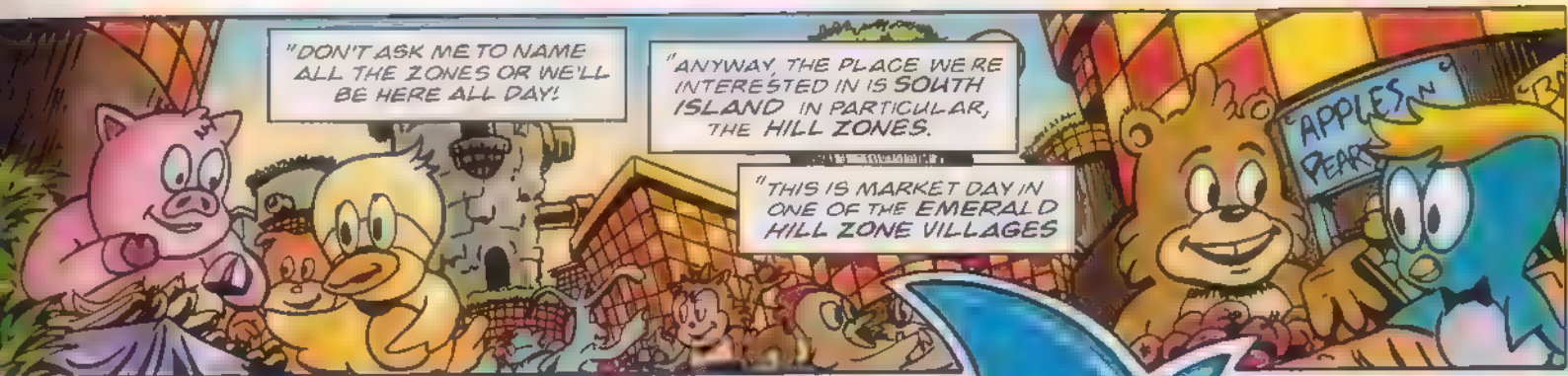
"BUT, I'M GETTING AHEAD OF MYSELF..."

"MOBIUS IS MADE UP OF VARIOUS CONTINENTS

"AND THE CONTINENTS ARE DIVIDED INTO AREAS CALLED ZONES.

"CHECK OUT THE GREEN HILL ZONE... PRETTY NIFTY, EH?"

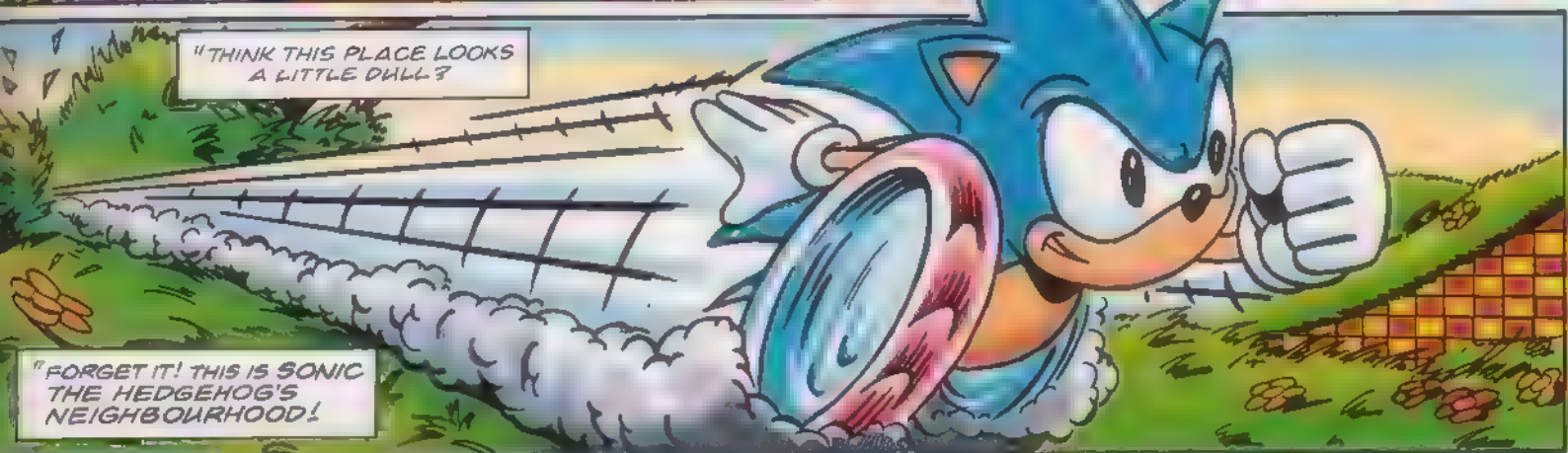




"DON'T ASK ME TO NAME ALL THE ZONES OR WE'LL BE HERE ALL DAY!"

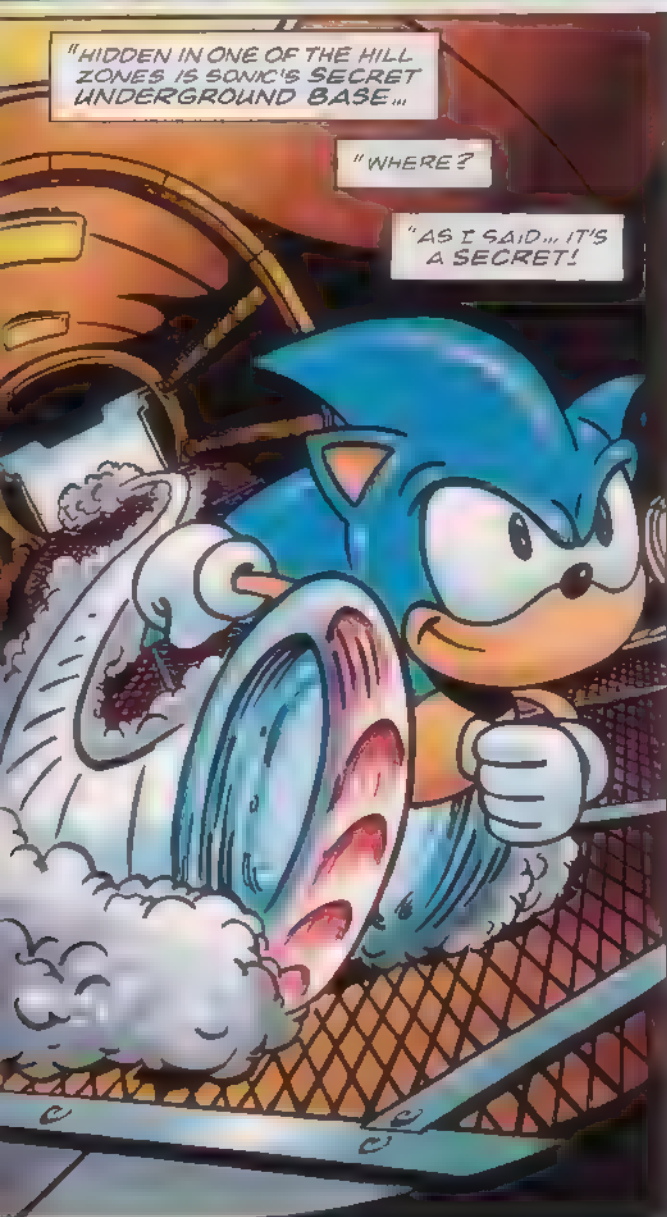
"ANYWAY, THE PLACE WE'RE INTERESTED IN IS SOUTH ISLAND. IN PARTICULAR, THE HILL ZONES."

"THIS IS MARKET DAY IN ONE OF THE EMERALD HILL ZONE VILLAGES"



"THINK THIS PLACE LOOKS A LITTLE DULL?"

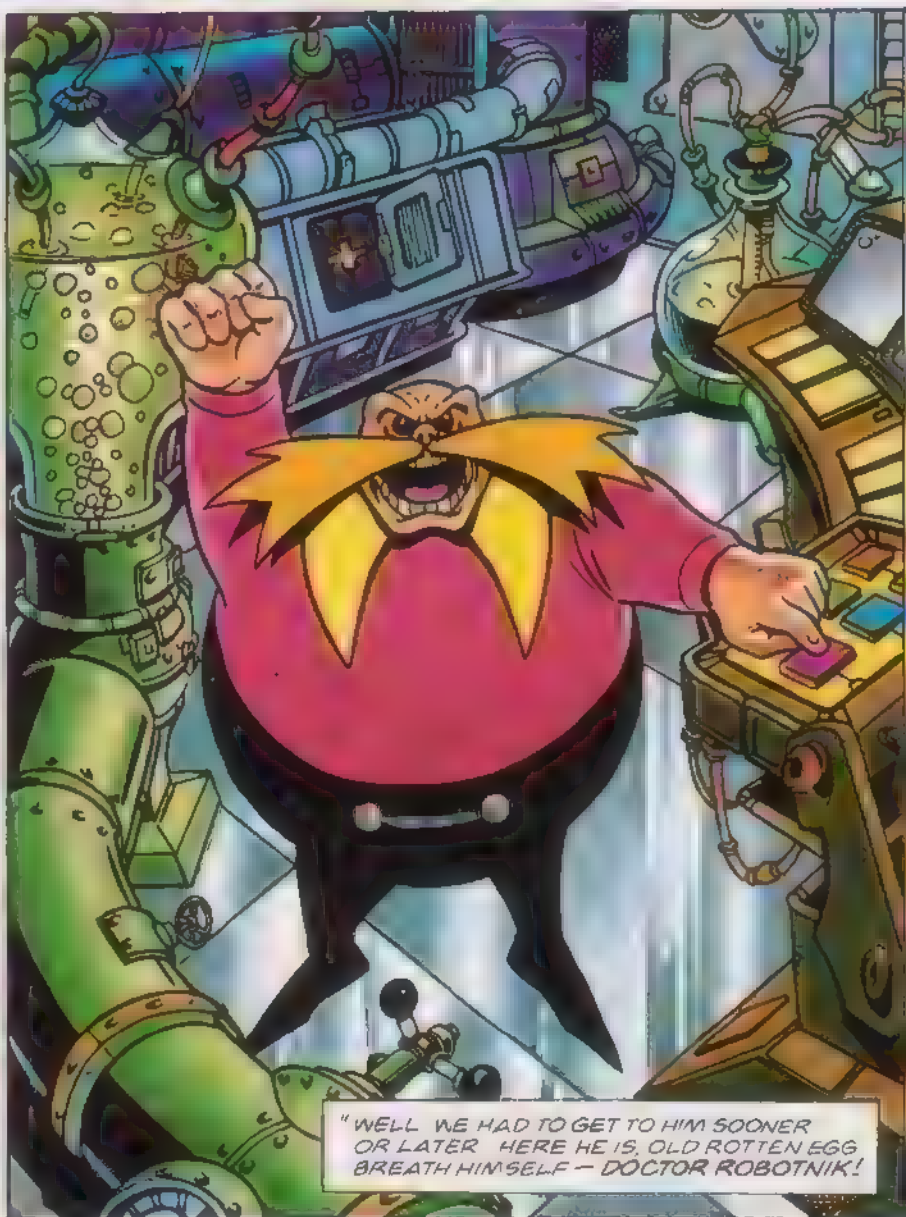
"FORGET IT! THIS IS SONIC THE HEDGEHOG'S NEIGHBOURHOOD!"




"HIDDEN IN ONE OF THE HILL ZONES IS SONIC'S SECRET UNDERGROUND BASE..."

"WHERE?"

"AS I SAID... IT'S A SECRET!"

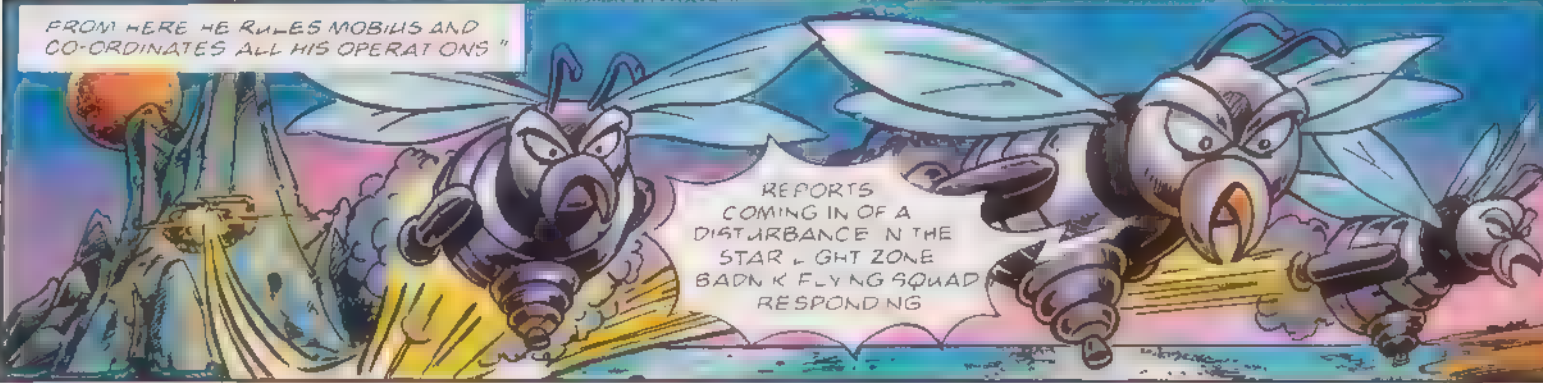


"WELL WE HAD TO GET TO HIM SOONER OR LATER. HERE HE IS, OLD ROTTEN EGG BREATH HIMSELF - DOCTOR ROBOTNIK!"



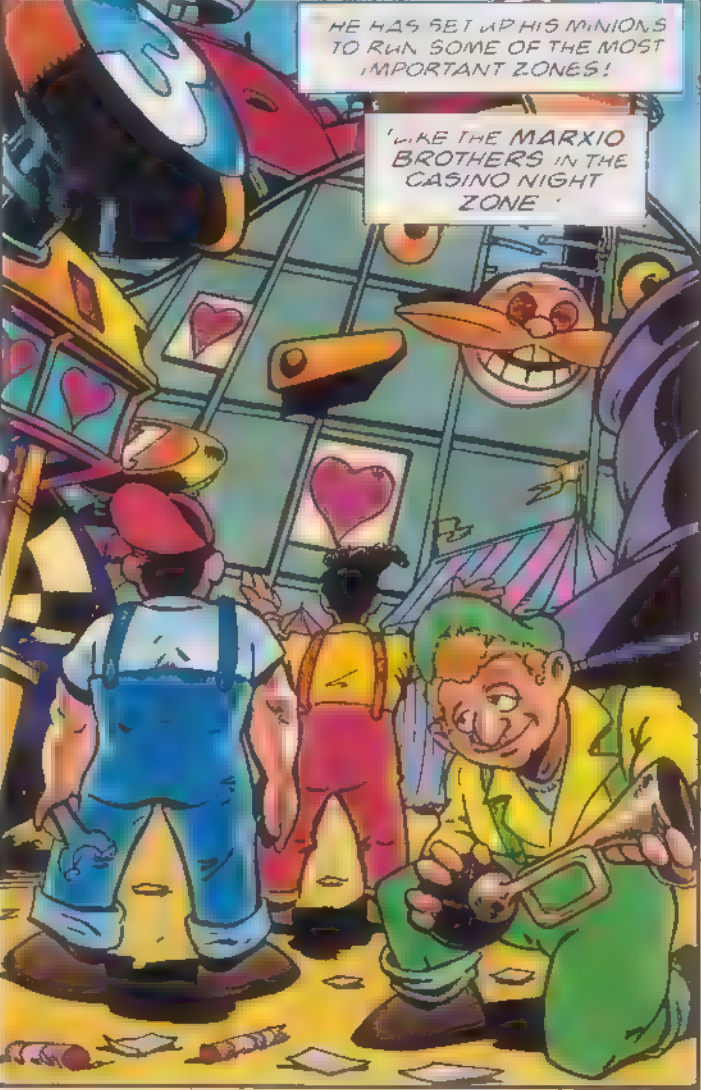
AFTER A FEW SERIOUS
SET BACKS *ROBOTN K
SET UP HOME IN THE WEIRD
ALTERNATIVE DIMENSION
KNOWN AS THE SPECIAL
ZONE.

* COURTESY OF A CERTAIN BLUE
HEDGEHOG - MEGADROID




FROM HERE HE RULES MOBIUS AND
CO-ORDINATES ALL HIS OPERATIONS "

REPORTS
COMING IN OF A
DISTURBANCE IN THE
STAR LIGHT ZONE
BADN K FLYNG SQUAD
RESPONDING



HE HAS SET UP HIS MINIONS
TO RUN SOME OF THE MOST
IMPORTANT ZONES!

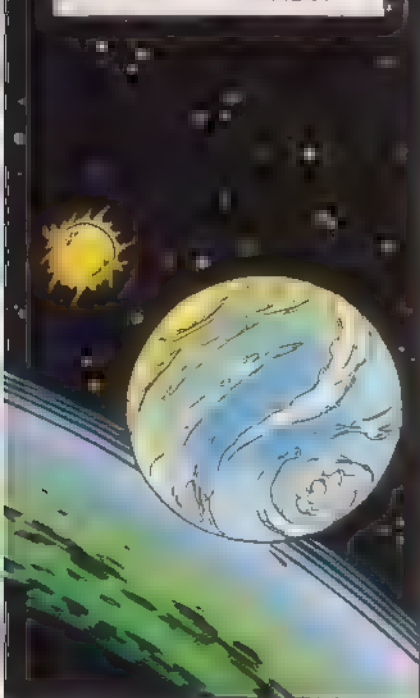
'LIKE THE MARXIO
BROTHERS IN THE
CASINO NIGHT
ZONE'



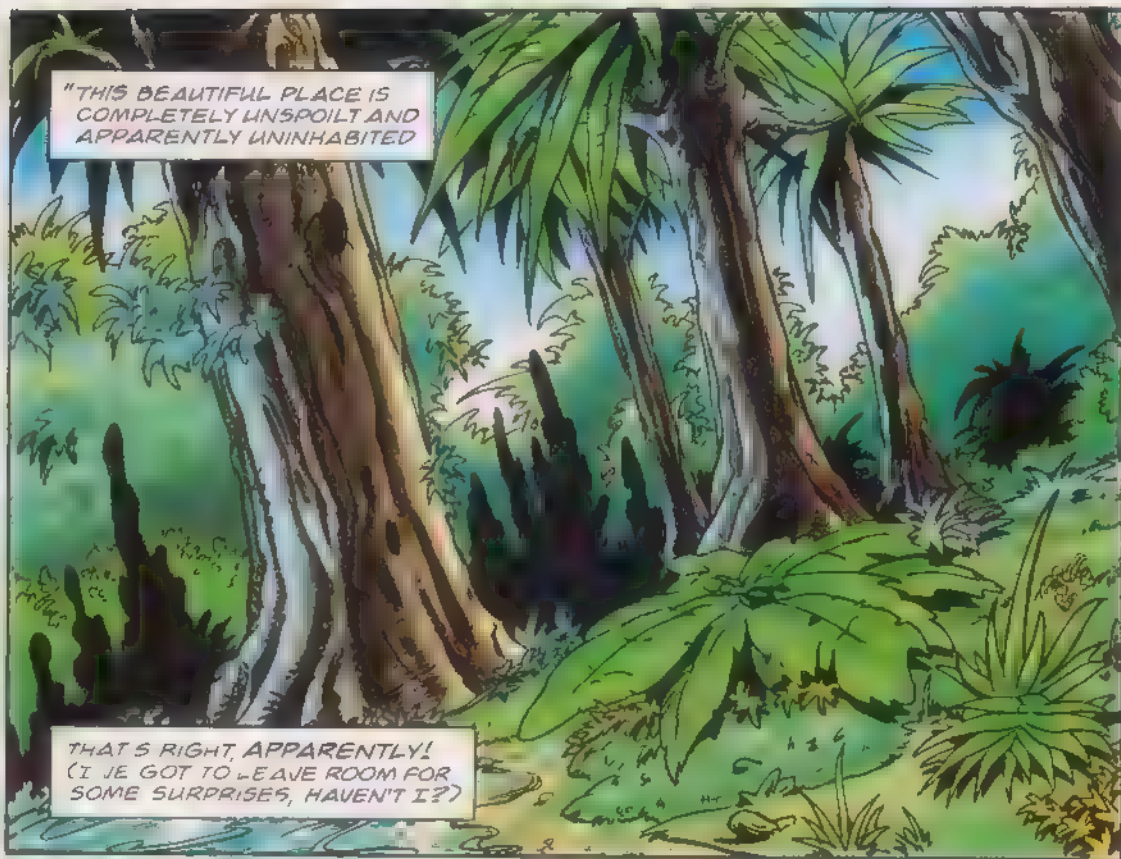
HEY! WE DON'T
LIKE BEING CALLED
'MINIONS' DO WE
CHICHO?

NO WAY BOSS...
WE DON'T ALKE BEING
CALLED AFTER ANY
KINDA FISH!

"ORBITING MOBIUS IS THE
MIRACLE PLANET,
KNOWN TO SOME AS THE
LITTLE PLANET.



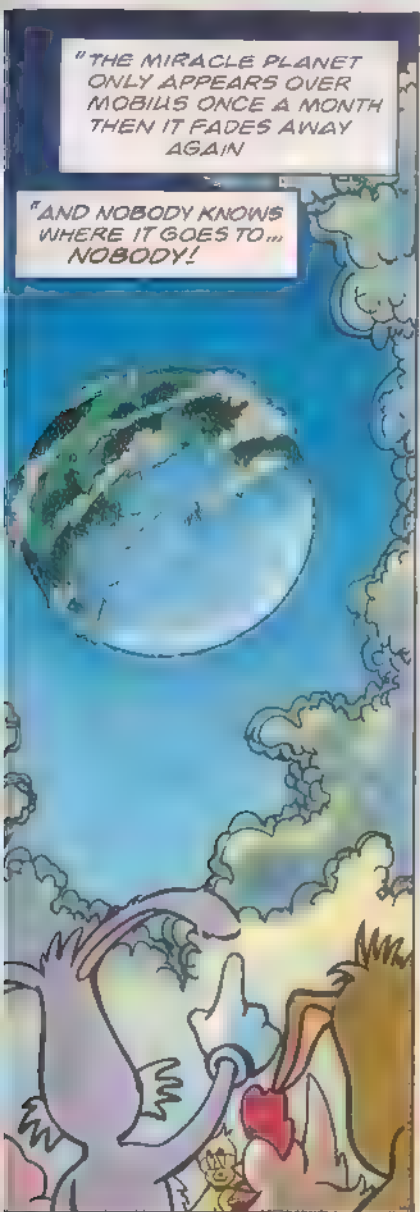
"THIS BEAUTIFUL PLACE IS
COMPLETELY UNSPOILT AND
APPARENTLY UNINHABITED



THAT'S RIGHT, APPARENTLY!
(I'VE GOT TO LEAVE ROOM FOR
SOME SURPRISES, HAVEN'T I?)

"THE MIRACLE PLANET
ONLY APPEARS OVER
MOBIUS ONCE A MONTH
THEN IT FADES AWAY
AGAIN

"AND NOBODY KNOWS
WHERE IT GOES TO...
NOBODY!



"BUT I DO KNOW
ABOUT THE SIX
TIME STONES

"THEY ARE HIDDEN SOMEWHERE
ON THE MIRACLE PLANET
RUMOURS ARE THAT ROBOTNIK
HAS PLANS TO FIND THEM!

"WITH THEM HE COULD
CONTROL TIME ITSELF AND
BECOME UNSTOPPABLE!



"BUT THAT WILL
NEVER HAPPEN..."

"WE HOPE!"

"SO THERE YOU HAVE
IT— ROBOTNIK IS THE
RULER OF MOBIUS!

"AND THE WHOLE
PLANET IS CHOKING
UNDER HIS EVIL
INFLUENCE!

"HE NO LONGER HAS THE
CHAOS EMERALDS
AND IS THEREFORE
UNABLE TO USE THEIR
EXTRAORDINARY POWER.

"YET STILL HE RULES

"HOWEVER, MOBIANS OF SOUND
MIND KNOW THAT ONE DAY SONIC
WILL TAKE CARE OF ROBOTNIK AND
HIS EVIL EMPIRE " FOR GOOD!"

BELIEVE
IT!

"ME? YOU'RE WONDERING
ABOUT YOUR HUMBLE
NARRATOR?

"ONLY I KNOW ALL THERE
IS TO KNOW ABOUT THE
WORLD OF MOBIUS
BECAUSE " "

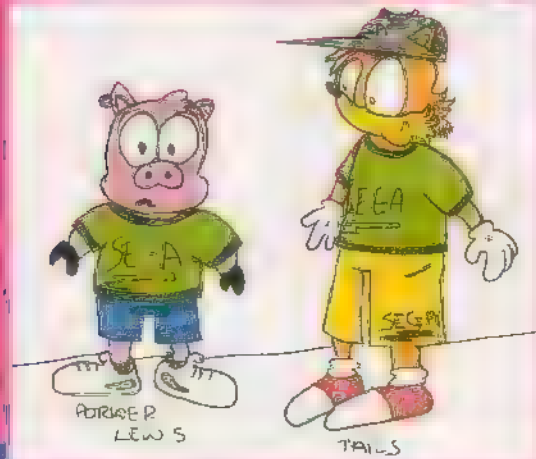
"I AM DOCTOR
KINTOBOR!

NEXT ISSUE. SECRET OF
THE KINTOBOR COMPUTER

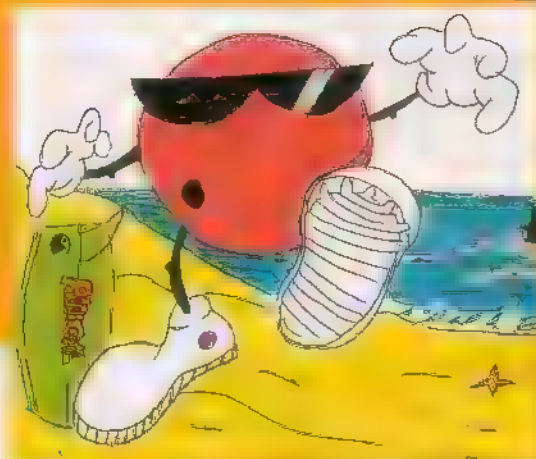
GRAPHIC Zone

Such talented Boomers! As the STC's first year drew to a close, we were overwhelmed by the sheer volume of your artistic efforts. Here's a selection that were just itching to see the light of day (the owners responsible for these dazzling delights will each receive a Tony Santic the Hedgehog Water Fun Game. What not, Sonic! Turn to Speedlines for Hedgehog handywork).

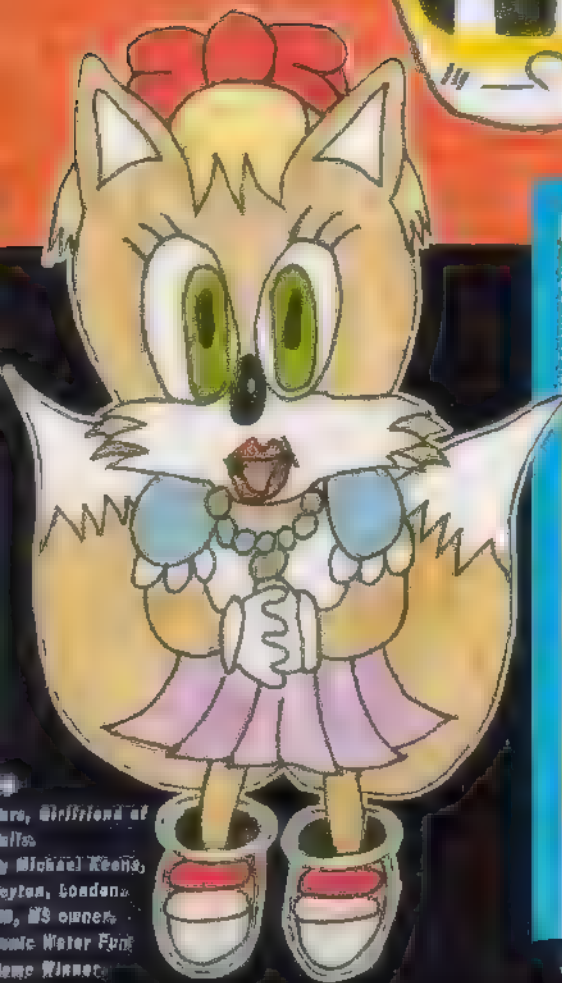
Head, from the Attack
By Stephen Harper, Luton, Beds. MS owner.
Sonic Water Fun Game Winner.



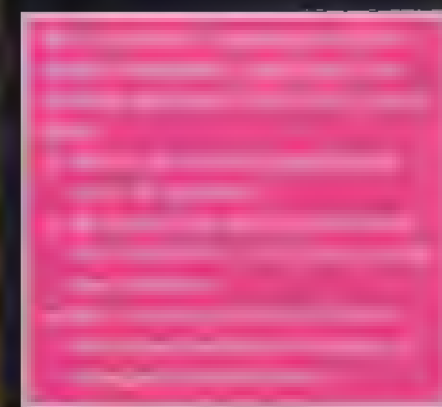
Members of the Sega team.
By Daniel Prange, Sidcup, Kent. MS owner.
Sonic Water Fun Game Winner.



Cool Spot.
By James Dixon, Long Moor, Bradford.
MS owner.
Sonic Water Fun Game Winner.



Hero, Girlfriend at
Lilles
By Michael Keene,
Leyton, London.
MS owner.
Sonic Water Fun
Game Winner.



Q Zone

GIGALOPOLIS ZONE
CHAOS EMERALD 2

Q Zone continues it's recent new service for the masses of Boomers who deluged STC with requests for help with the various Sonic The Hedgehog games. Stand by to have your Sonic problems solved!

Sonic Solver: Vincent Low.

SONIC Solved

Sonic Chaos Part 3



THE SPECIAL STAGES

TURQUOISE HILL ZONE

CHAOS EMERALD 1

1. Start off by standing Sonic on the TV-type monitor containing Rocket Shoes - then break the TV and ride the Rocket Shoes to the right (if you prefer you can just pay for rings and extra lives in this round and wait until a higher level to go for the Emerald)

2. The trick to completing this bonus round is to place Sonic below the middle of the screen to prevent him from drifting up or down. The Emerald is situated on the far right so don't be tempted to backtrack and collect rings - continue riding the Rocket Shoes to the right!

3. The Emerald is in the middle of a circle of rings. As you have to be aligned just right to touch it, make sure you remain in that mid-screen position in the last 20 seconds. You're awarded time and Emerald bonus points once you've successfully completed this stage



1. This is an upwards climb all the way to a point where you'll discover a choice of two possible routes.

2. As you enter the stage, ignore the ledge to your right and run Sonic to the next ledge where you'll see a Pogo Pad.

3. Leap up and land on the Pogo Pad, then use it to leap up to the right, and at the top bounce off the Pogo Pad.

4. Leap up and to the right to land on another ledge. You'll find another Pogo Pad which you should use to leap Sonic up, but to the left.

5. Keep using the Pogo Pads to go up, right and left. You'll find a TV containing a clock timer - use the Pogo Pad to land on it, then leap back down to the right.

6. Leap high, to the right and land on a ledge with another Pogo Pad on it.

7. Continue upwards - you'll see a ledge to your upper right without a Pogo Pad, but don't panic as this is designed to confuse you.

8. Use the Pogo Pad that Sonic is on to land on the ledge. Jump again to your left onto an L-shaped alcove to find the Chaos Emerald (if you had leaped off the Pogo Pad onto the ledge, you would not have been able to jump high enough to reach the L-shaped alcove). Sneaky!

SLEEPING EGG ZONE CHAOS EMERALD 3

1. Run right, leap onto the TV, release the buttons, let Sonic be drawn into the tube and allow it to run its course.
2. You'll come to a chamber similar to the previous one, only with a TV containing an Invincibility Shield blocking a tube entrance.
3. Don't touch the buttons or pads as you'll land on the TV, break it and automatically go into the tube.
4. This will happen another three times, so when you pass through the fifth section of piping, prepare to push up for that Green Emerald (when you'll see through a wall in a chamber to your right as you go up through a tube).
5. When you get to the top and turn left you'll see a crossroads connect on ahead that goes up.
6. Press Up hard to go up and you'll be taken to the right into the chamber containing the Green Chaos Emerald.



MECHA GREEN HILL ZONE CHAOS EMERALD 4

1. Go right and leap off the spring, pushing hard right so that Sonic enters the groove above.
2. Break the TV that holds Rocket Shoes, proceed left, drop down and push hard right, and go up as far as you can. When the Rocket Shoes fall away you will land on a ramp which you should go down at a lower right diagonal.
3. As you hit the bottom, push down to make Sonic do a Spinattack on the wall ahead.
4. You'll pass through a chamber and drop down slightly. When you stop jump up and break the block beneath Sonic, then have him do a Dash Attack to your right.
5. You'll go right and Sonic will hit the wall again. Jump up, break the block beneath him, repeat the
6. Dash Attack and Sonic will go through a wall to your right and roll up a diagonal path.
7. You'll see a ledge from the top. As the upper right ledge is too high to jump, jump Sonic to the left, up to the ledge, then leap right to the ledge you both were unable to reach from below.
8. Go right, and as you reach the end of the ledge you'll see a Red Spring. Ignore the Red Springs and TV's containing Rings below Sonic.
9. Run off the edge and the Red Spring will take you upper right to another ledge.
10. Turn right to a TV containing Rocket Shoes, going as high as you can, pushing hard right. As the shoes fall away and Sonic drops to the ground, you'll see a row of Red Springs going up a



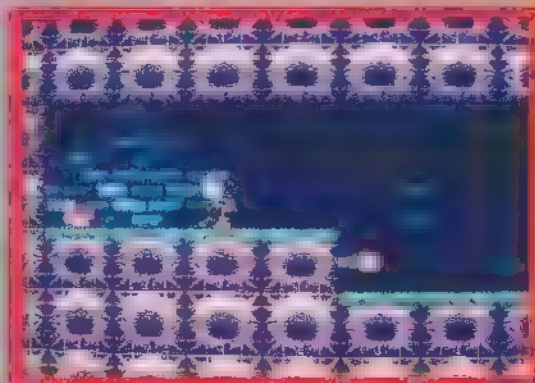
11. Carefully climb the hill without touching the front of the springs, then land Sonic on top of them.
12. Once you are at the top of the hill of springs, run right and leap high off the edge of the ledge (this will take you to another ledge where you'll see two horizontal red springs below).
13. Take another high leap from the ledge above the two springs.
14. On landing, look out for a step down and a Red Spring pointing up and to the right, which you should ignore.
15. Retrieve the Rocket Shoes and go to the top of the screen without touching the joystick.
16. Once you eventually get to the upper right side Sonic can collect the Grey Chaos Emerald. If you successfully leaped over the last set of Rocket Shoes you would then start to cross a collapsing bridge of blocks - quickly turn around and leap back to the Rocket Shoes you missed. Collect them and head for the top of the screen and you'll drop down to the Grey Chaos Emerald.

AQUA PLANET ZONE CHAOS EMERALD 5

1. To head straight to the Purple Chaos Emerald, go right into the tunnel and let it carry you to the far right.
2. Go straight up. Take the second exit to your left by pushing hard left before you get to the second junction box as you go up. As soon as you enter the left exit, press down to go into a tube below.
3. Now all that remains is for you to sit back and watch Sonic zoom around a series of tunnels. As soon as you see the chamber coming from the left, press Up and hit a button to avoid hitting the Red Spring and being bounced back to the tube.
4. Leap across and collect the final Emerald at your leisure!

Now all that remains is for you to head into the Electric Egg Zone and beat Robotnik for that gem of an end sequence.

**Next issue:
Sonic Chaos
Part 4 -
The Bosses!**

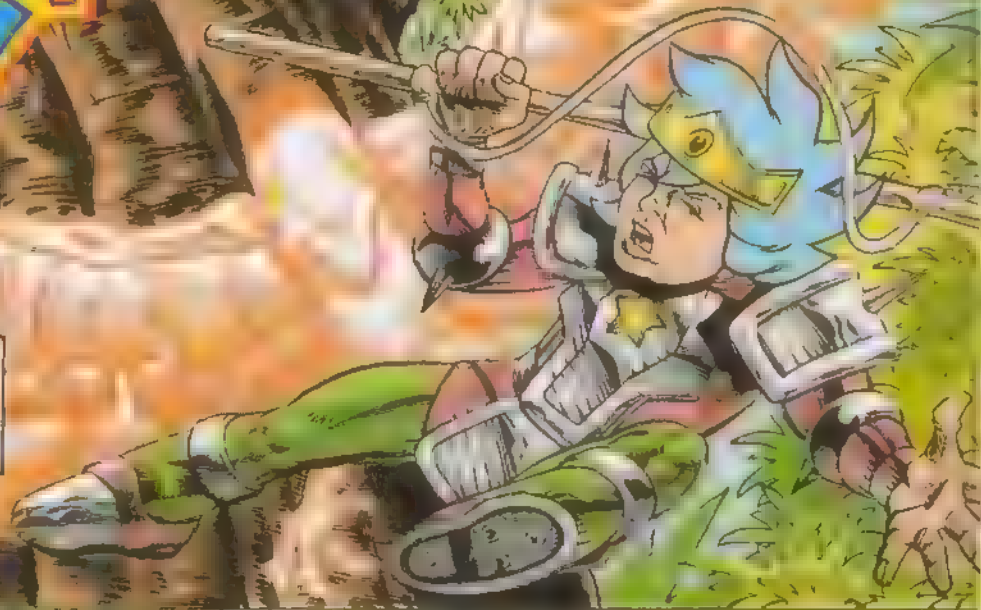


WONDER BOY

in
GHOST WORLD

part 4

SHION THE WONDERBOY IS TRAPPED IN GHOST WORLD WITH LUKOIT THE COSMOLOGIST AND THE POET WORDSMITH WHEN SHION'S CLIMBING A TREE NEAR DINTOWN HE'S ATTACKED BY A GHOSTLY FLYING CREATURE



GET AWAY FROM ME!

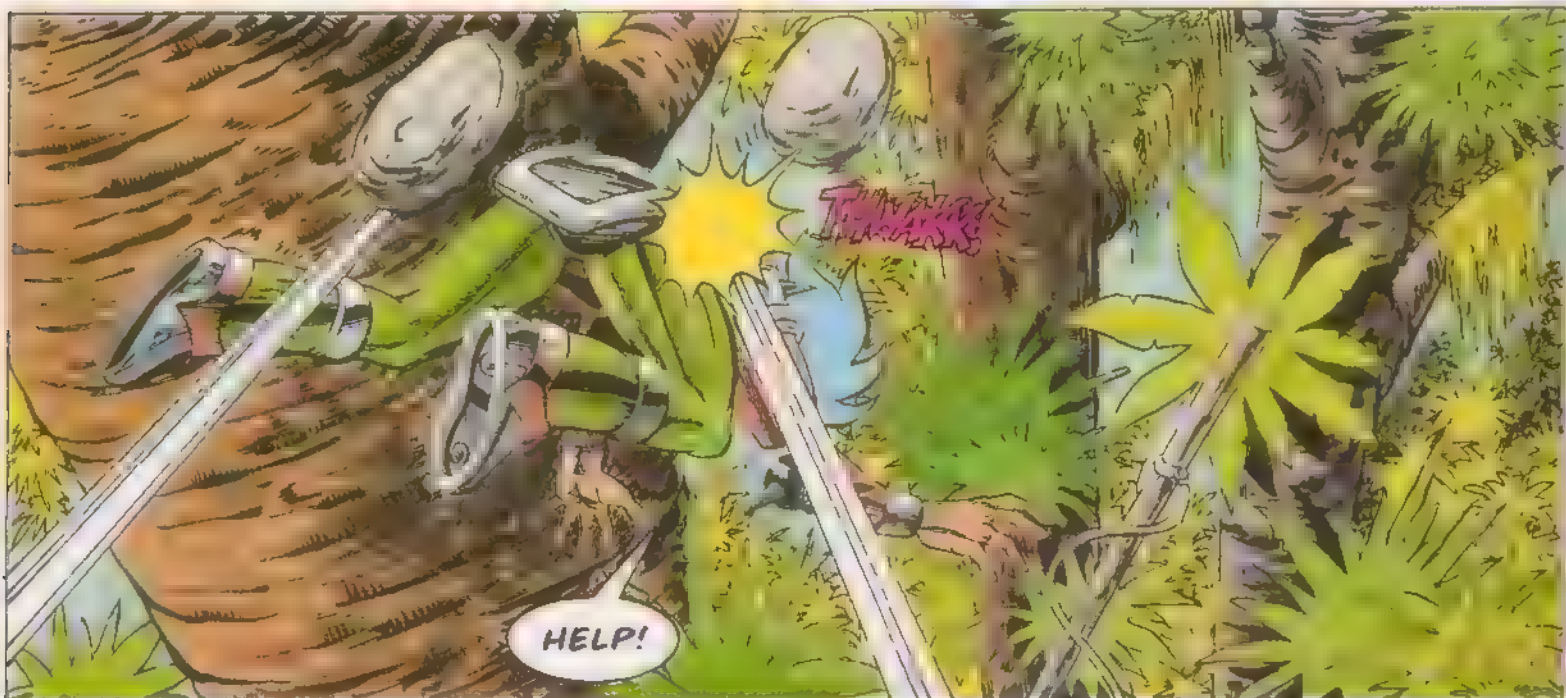


WIDE, WORDSMITH I CAN HEAR SOMETHING COMING SAID YOURSELF

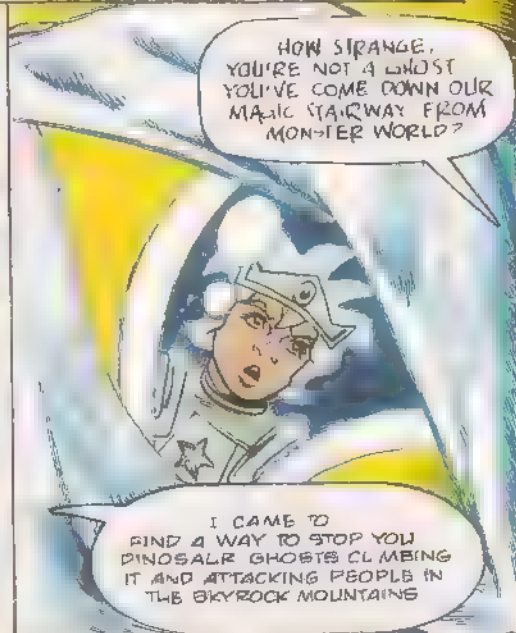
WHAT ABOUT YOU?

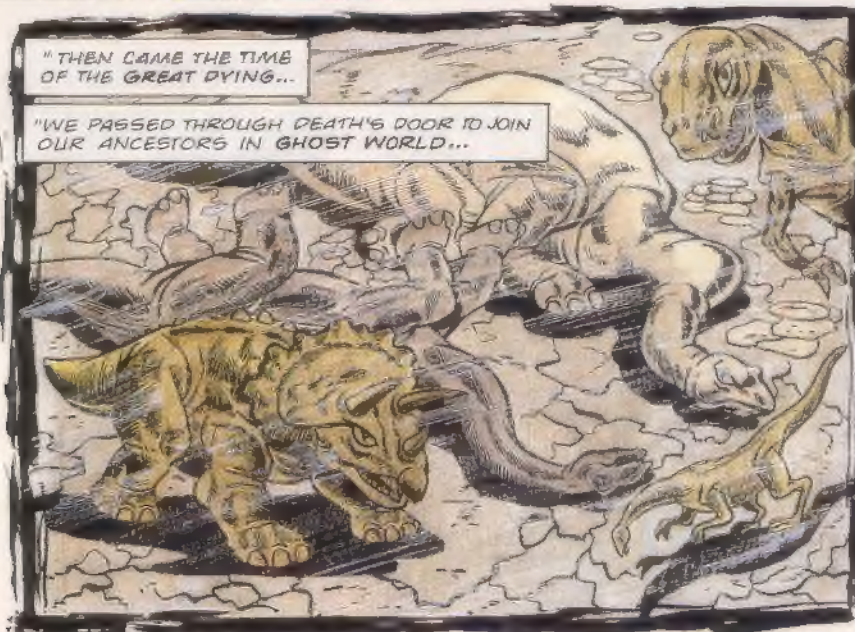
DON'T WORRY ABOUT ME YOU CAN HELP ME LATER

THROUGH HERE I HEARD SOMEONE.



HELP!







BUT YOU'RE DEAD!

WE'RE NOT GOING TO LET A LITTLE THING LIKE THAT STOP US...



"WE CALLED ON THE WAILING SISTERS OF WITCHERY WORLD TO LINK GHOST WORLD TO THE SKYROCK MOUNTAINS IN THE WORLDS OF THE LIVING."



"THEY CREATED THE STAIRWAY OF STEPPING STONES USING A POWER JAR."

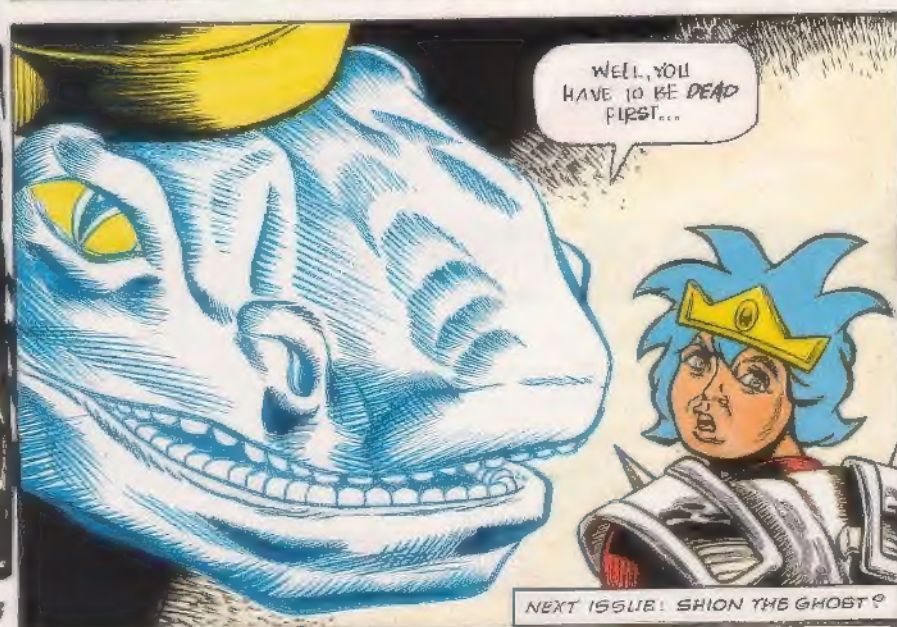
"AS LONG AS THE POWER JAR REMAINS SAFE WITH ME, THE STEPPING STONES WILL REMAIN IN PLACE. MY DINOSAUR ARMIES CAN ATTACK THE SKYROCK MOUNTAINS AT ANY TIME."



AFTER CONQUERING THE SKYROCK MOUNTAINS WE'LL ATTACK MONSTER WORLD.

TOMORROW I'LL TURN YOU INTO A GHOST AND YOU CAN JOIN MY ARMIES.

A GHOST? HOW'RE YOU GOING TO DO THAT?



WELL, YOU HAVE TO BE DEAD FIRST...

NEXT ISSUE: SHION THE GHOST?

SPEEDLINES



Dash off a letter, draw a quick sketch. In short, send all to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Benio The Comic, 26/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.



More Oldfash?

Dear STC or whoever,

Please make sure you get things right before you tell us we send in rubbish (STC 20). I wouldn't say if you were nice about other people's stuff, but I say that the things you receive aren't worth printing (I have won competitions with things you have rejected). I suggest you get your own set sorted before you tell us kids off.

David P Newman, Biflington, Worpeth.
Sonic Water Fun Game Winner.



If you'd carefully read STC 20, David you would have noticed I said only a small number of letters and drawings aren't good enough to appear - a very small number. Most are excellent, it's just that there isn't enough room to print them all - much we'd like to. As for "...telling us kids off," I don't think so, do you? 'Kids' don't read STC - Sonic Boomers do!

Girl Talk

Dear STC,

I have noticed that most of the letters printed in STC are from boys. Can you tell me why hardly any of them are from girls as I for one have sent in loads of letters.

Kathryn Thompson, Hayton, Liverpool.
Sonic Water Fun Game Winner.



For some unknown reason STC has more male-hume readers than female. Personally I can't understand it as I am a bit of a cyber sex-symbol really.

Budding Editor

Dear STC,

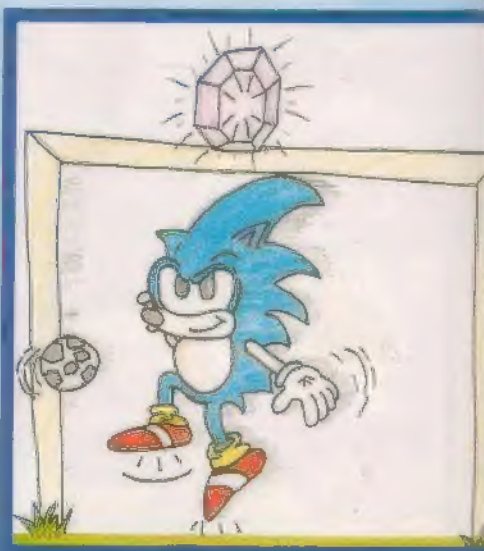
I implore you to print my diligent contribution in your esteemed periodical as I enjoy reading about the blue one. Yours, bungee jumping into the pool room.

Nicol Hay, Deans, Livingston, Scotland.
Sonic Water Fun Game Winner.

P.S. How about a job when I'm older?



Well Nicol, you make as much sense as the editorial humes around here, so I guess you're ideal for a job.



Diamond Owner! Sarah Payne, Llanbaban, Cardiff, Wales.
M8 owner. Sonic Water Fun Game Winner.

Deserve To Dive

Dear STC,

I think I should be allowed to win one of your Sonic Water Fun Games because I am learning to swim!

Stuart Heard, Plaistow, London.
Sonic Water Fun Game Winner.



Interesting logic, Stuart. The editor's learning to hang glide at the moment - does that mean he should be hung?

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous Tommy Sonic The Hedgehog Water Fun Games can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's fantastic, it's fun and it's well!

The Sonic Water Fun Game is just part of a range of megafun Sonic products from Tommy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tommy Care Line on 0705 672267.





DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME

ADDRESS

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see
as a STC strip in the future?

I THINK

.....

would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
preference

1

2

3

HOW DO YOU RATE ISSUE 25
OF **STC?**

%